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[Second Lifer's Block.](#)

Posted on **July 27, 2008** by 2ndworld

Hello people,

I was having the "second lifer's block" but now i think i will be doing my come-back to second life...so well i am pretty excited of what I will be doing and how lost i would feel when i get back in there... 😊

enjoy,

adi

Filed under: [About ME](#) | Tagged: [adiready singh](#), [second life](#), [second lifer's block](#) | [1 Comment »](#)

[Magical Graphix](#)

Posted on **June 1, 2008** by 2ndworld

Heya!

[Magical Graphix](#) is the new website on the block. It makes all kind of [graphics](#), [forum avatar](#), [forum signatures](#), [story banners](#), [author banners](#), [buisness banners](#), [shop banners](#), you name it and you will get it!

And this website give all these stuff for free. Your graphic request would be givin to you in a maximum of 8 days,which by the way is not bad if you get it for free. This service is for any one and from any where. You can contact me in-world for more details – Adiready Singh.

So make sure you go ahead and make a visit to this fantast website [Magical Graphix](#)!

Enjoy,

Adi

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[L\\$ 50,000 TREASURE HUNT!](#)

Posted on **May 27, 2008** by 2ndworld

You read that right! A treasure hunt worth fifty thousand Linden dollars. This exclusive treasure hunt is set up by the in-world sim known as [ADC](#), but to be a part of this hunt you have to be a part of [SlamX](#), once you are a part of SlamX you have to wrtie a simple post saying "I want to be part of this hunt", then you would be given a map to you in-world directly from the authorites.This is preety cool, I earn a few hundereds myself!

“ This is wha they have to say,

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Intro:

We are currently holding a L\$50,000 Treasure Hunt on the [ADC](#). Treasure boxes are hidden all over the island, all anyone needs to do to claim their treasure is to be a Member of [SlamX](#) & be able to locate the hidden treasure boxes.

How It Works & What You Need To Do:

- Once you have requested your Treasure Map you will also be added to a special Treasure Seekers Group and will have access to the Treasure Seekers Lounge here at [SlamX](#).

- Once you receive your Map you will need to attach it as a HUD. If you require assistance with this, just post in the Treasure Seekers Lounge and someone will be able to help you. ☐

- Once your HUD/Map is attached then just click on the map and you will have 3 selections.....

Search: provides a landmark to begin your search. Landmark is usually a good place to begin your search.

Claim: Once you have found a treasure chest you will have 10 seconds to press the claim button. Once you have you will be Paid ☐

Help: Is just a basic reminder of claiming functions

Xtra's:

- All 'Treasure Seekers' will be added to a Special Treasure Seekers Group here at [SlamX](#). Once joined with the group, you will have access to a private thread where Treasure Seekers can compare notes if they wish, chat about their hunts, and receive tips and in some cases hints from Members of S.A.M

- In the Treasure Seekers Lounge we will occasionally post hints, run competitions for clues, and a host a variety of activities that will not only aid with your searches but will also make the hunt itself that much more enjoyable.

- The Treasure Hunt will more than likely be an on-going attraction at the [ADC](#). When the L\$50,000 Treasure Hunt has ended it will be replaced by another one of equal value or larger ☐

- TIP: Not all Treasure Chest are placed all at once, and just because you have searched an area once that does not necessarily mean that a treasure box will not be there later ☐

- The first Treasure Chests placed have been in small amounts ranging from L\$1 to L\$50. Currently there are over 200 Treasure Chests on the [ADC](#). Each time one Chest is found, it is replaced by 2 more. This basically insures that the faster Treasure Seekers locate the hidden treasure, the more there is to find ☐

- Treasure Chests amounts can be anywhere from L\$1 to a few hundred linden

For additional information, clues, tips, and Special Bonuses, just keep checking in with the Treasure Seekers Lounge!

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[Finally God listens to me !](#)

Posted on **May 17, 2008** by 2ndworld

I am so happy ! After what like 2 months the stupid idiotic slow linden morons got my account back. But they did so I think I owe them a thankyou. So linden guys read this

carefully I Adiready Singh in all my conscience say thankyou to you for your support which was one of the worst I have come across to give me my account back the way you had taken it.

Now, if anyone out there has come across similar problems then you can abuse the linden guys as much as you want. If I had not come across this problem and heard someone abusing these linden guys I would have stopped them but not now.

Anyways I am happy to be back on the grid and start from where I had left. I am now a Assitent Supervisor for the ADC-ITB International Embassy. *WooHooo!* The whole of Embassy undermy command *evil laughs*..lol..

Now that I am back on the grid I am hoping to post more as I would coming across many other things while relaxing in my rather HUGE office 😊

Buhbye guys (and gals),

Adi

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Sad

Posted on **May 1, 2008** by 2ndworld

It has been a very very long time since i wrote anything! It is because I am studying very hard and also because my secondlife account is disabled for god knows what reason as they wont say the reason (as according to the T/C they have thoes reasons)

But the good side is that they are going to activate it and hopefully it would be soon :)

-Adi

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IBM expands business centre for India in Second Life

Posted on **March 17, 2008** by 2ndworld

IT major IBM has announced that it is expanding its business centre for India in Second Life, with live sales “avatars” based in India to offer an enriched customer experience.

The business centre is also adding staff in India, China, Hong Kong, Taiwan, and Korea on the virtual site, as well as dedicated pavilions for China and Japan.

The business centre offer sales support across the world, allowing customers to visit IBM virtually and see products and solutions in 3D. This is a place for IBM sales people, clients, and partners to meet, learn, collaborate, and conduct business together, virtually, without the time and cost of travel.

The new staff join others from North America, Latin America, Europe, Australia, Singapore and Malaysia who started working there earlier this year. According to IBM.com vice-president of India/South Asia Sanjiv R Pande, “Clients are increasingly looking for convenient ways of interacting with their suppliers.

We have always been accessible through our traditional web engines with solutions that allow customers to interact and transact with IBM over the Web. We are now taking this accessibility to the next level.”

If someone wants to buy hardware, software or services or needs help solving a business problem, the IBM sales avatar will either help them or ensure that they are connected with the right IBM expert inside or outside of Second Life. Signing contracts, paying, or exchanging sensitive information would take place by telephone or through the Web.

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IBM mulls interface between Second Life & real world

Posted on **March 17, 2008** by 2ndworld

Controlling an electrical device using a switch in the virtual world of internet

would no more be a distant dream, with IBM India planning to develop an “interface” to suit such applications.

Objects like a webcam could be connected to a virtual monitor or a real electric appliance to a virtual switch, according to a project conceived during an internship programme for students of top-notch technical and business schools at IBM India Software Lab.

The project enhances the possibilities of the three-dimensional online virtual world — Second Life — developed by San Francisco-based Linden Lab and opened for the public in 2003.

Over the years, the popularity of Second Life has grown explosively among internet users with over eight million ‘residents’ across the globe.

In Second Life, internet users can interact with each other and can buy and sell services through their ‘avatars’.

“As per the new project, the interface will allow users in the virtual world to experience objects in the real world through a new and exciting Rich Immersive Environment,” Benjamin Chodroff of Case Western Reserve University in the US, who came up with the idea during the recently held internship programme, told PTI.

The new idea has many applications and will enhance both the virtual world and the real world with rich connectivity and on-demand-access from any part of the globe, he added.

Chodroff, one among the 30 students from various top technical and business schools who attended the 12-week programme, ‘Extreme Blue’, hopes to find his project developed and marketed with the help of IT major IBM.

According to Amol Mahamuni, Programme Director, IBM India Software Lab, Extreme Blue team members, during their 12-week internship, develop innovative projects along with marketing plan for an emerging business opportunity in areas that include business on demand, grid computing, pervasive computing and Linux.

The programme also brought forth some new innovative projects like ‘Dynamic Power Management’ which would help plan the quantum of power to be used by data centres, thereby preventing wastage of energy.

Another project – an automatic planning tool for distributed and overlapping projects – was well-received by IBM executives, mentors, sponsors and peers during an expo held as part of the programme, said Mohit Gupta of NIT, Warangal, who along with Anupama Mridul of IIT, Roorkee, developed the project.

“The internship intends to cultivate innovative thinking among the talented students and encourages them to come up with out-of-the-box ideas to meet emerging business needs while assessing the market feasibilities,” said Mahamuni.

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Amul plans aggressive online play

Posted on **March 17, 2008** by 2ndworld

One company looks set to unleash a revolution in the online world. Here there is no policy glitch, no threat of a Wal-Mart and no small kirana stores to reckon with. Sample this: Gujarat Cooperative Milk Marketing Federation is studying the feasibility of starting an online store on Second Life, the virtual world owned by Linden Labs.

GCMMF MD BM Vyas disclosed they are in talks with Trimensions, a metaverse development firm (creator of 3-D online environments) based in Gurgaon to find out whether it can take its product range online on Second Life, where it has already built an ice cream parlour.

The parlour, which took about three months to create will be launched soon and

will allow users to walk into, browse and access information about Amul products and processes. If the company decides to go ahead with selling products online, the initiative will put GCMMF at the forefront of the V-Commerce (virtual commerce) drive in India.

What's a new wave at Amul is a new life for Second Life, a free virtual environment on the Internet where users create avatars, move around, interact with other users' avatars. Second Life was treated largely as a gaming or networking portal in the beginning. But serious business is transacted on it now. "Trade worth rs 6.5 crore happens on the site daily," says Siddharth Banerjee, aka Zeus Zetkin (as he is known on Second Life), CEO and Founder of IndusGeeks, another metaverse development company.

He says that the business development potential for companies on virtual worlds such as Second Life is tremendous. At present, it is estimated that there are 20 million registered user accounts on Second Life, though many of those accounts are inactive. "The number of Indian accounts is anywhere over 12,000 and growing," says Rahul Dutta, CMD of Trimensions.

Dutta's team has been working with many clients to develop platforms for them on the Net. You can indeed buy and sell products and services in Linden Dollars, the official currency of Second Life. These Linden Dollars can be purchased against and sold for real money in the offline world.

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Live life DOUBLE the size

Posted on **January 24, 2008** by 2ndworld

Virtual worlds are computer-based simulated environments intended for its users, also known as residents or avatars to inhabit and interact. These virtual worlds are usually represented in the form of two or three-dimensional representations of humanoids (or other graphical avatars like animals or birds). Most, but not all, virtual worlds allow for multiple users.

The worlds being computer-simulated appear similar to the real world, with real world rules such as gravity, topography, locomotion, real-time actions, and real-time voice communication using VoIP is available.

The most common virtual worlds or games are SecondLife, There, The Sims Online, IMVU, World of Warcraft and Kaneva.

Virtual worlds represent a powerful new media for education. Persistence allows for continuing and growing social interactions, which themselves can serve as a basis for collaborative education. Virtual worlds can also provide a foundation for serious games, intended to instruct and illuminate. Some virtual world platforms also provide support for simulation based instruction, increasingly recognized as a powerful new computer enabled approach to learning. They can provide new methods for learning evaluation and teacher professional development, including embedded assessment and teacher training linked directly to student performance.

A growing number of educational institutions are exploring existing general purpose virtual world platforms as a means to extend and enhance their offerings to students. Typically, educators create an online presence where students can interact, using their avatars to learn about new assignments or create projects that are viewable within the virtual world. For example, students taking a computer manufacturing class can log into a virtual world in which they are the inhabitants of a burgeoning village that needs their expertise for the construction of houses, furniture, machines, and other goods. An example of such a program is AWEDU, a project started by Active Worlds, Inc. A number of educational institutions are now running virtual classrooms and discussion sections in worlds like Second Life.

Many people are leaving their daily jobs as they are earning more through such virtual worlds. Virtual Worlds like SecondLife offer people to make their own products for the modification of the avatars and to sell them. "I had joined SecondLife mainly to have fun enjoy and to do and be what i couldn't in my first life (i.e. real life). But now I own a chain of stores for female clothes and accessories known by the name LifeRocks Inc. I am now a very happy with my secondlife as well because i earn enough money and

revenue from my club and stores to pay my apartments rent.” says me.
It can now be said that living two lives at once is not a dream BUT a reality. Anyone can do things and be what they want as in your secondlife YOU are the God and you decide what is right for you.

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[A virtual solution at climate summit](#)

Posted on **December 26, 2007** by 2ndworld

More than 10,000 people are in Bali thrashing out action on global warming, but those who couldn't make it in person are here virtually – some in the form of dragons and action heroes.

Hoping to widen the debate and cut down on carbon emissions from air travel, *OneWorld.net*, a Left-leaning website, has taken the UN conference here on climate change to the online virtual world Second Life.

The website has brought together everyone from a US congressman, who travelled virtually as a 3-D animation, to anonymous participants hailing from Japan to Turkmenistan and Romania.

Second Life, which has drawn millions of users since it was created in 2003 by San Francisco-based Linden Labs, is a fantasy land in which users mingle under assumed identities as “avatars”.

While most delegates in Bali opt for formal attire, users of the site pick the virtual likeness of their choice – ranging from purple hair to outfits befitting action heroes. The mostly anonymous avatars type in questions and comments at a virtual arena in a daily webcast featuring real-world officials and experts.

“I admit I was a bit of a cynic at first about these avatars. I just found it totally bizarre,” said Danny Nelson, 64, an ex-UK journalist who conducts the interviews for the webcast.

“But then I saw the results. This has the potential to bring in all sorts of people who never would have come to Bali unless they're millionaires or in NGOs,” he said.

One person who used the website to get through to Bali was US Representative Edward Markey, a leading critic of President George W Bush's energy policies which he accused of worsening global warming.

“I have teleported here over the Internet, as you can see, as an avatar,” Markey said as he introduced his virtual persona – a comparatively staid animation in which he appeared in suit and tie.

“I believe that I am the first member of the US Congress to be introduced by someone with a blue dragon on her shoulder,” the Massachusetts Democrat noted.

Markey said he had to stay in Washington to spearhead a clean energy bill in the Democratic-controlled Congress, but wanted to get his message out in Bali where talks have deadlocked.

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